

# DEFENSE THE SEVEN STEPS

## MAP RECON - LEADERS RECON - PREP PHASE

- 1. KNOW THE ENEMY AND VISUALIZE HOW HE WILL FIGHT
- 2. SELECT WHERE AND DETERMINE HOW TO KILL THE ENEMY
  - - NORMALLY MORE THAN ONE PLACE
  - - PERFORM BATTLE CALCULUS
- \* 3. POSITION OBSTACLE GROUPS TO SUPPORT DIRECT FIRES
- \* 4. PLAN INDIRECT FIRES TO SUPPORT DIRECT FIRES
- \* 5. POSITION FORCES TO KILL HIM WITH DIRECT FIRES
- 6. COMPLETE THE PLAN, SITE/EMPLACE OBSTACLES,
  - PREPARE POSITIONS
- 7. REHEARSE!!!

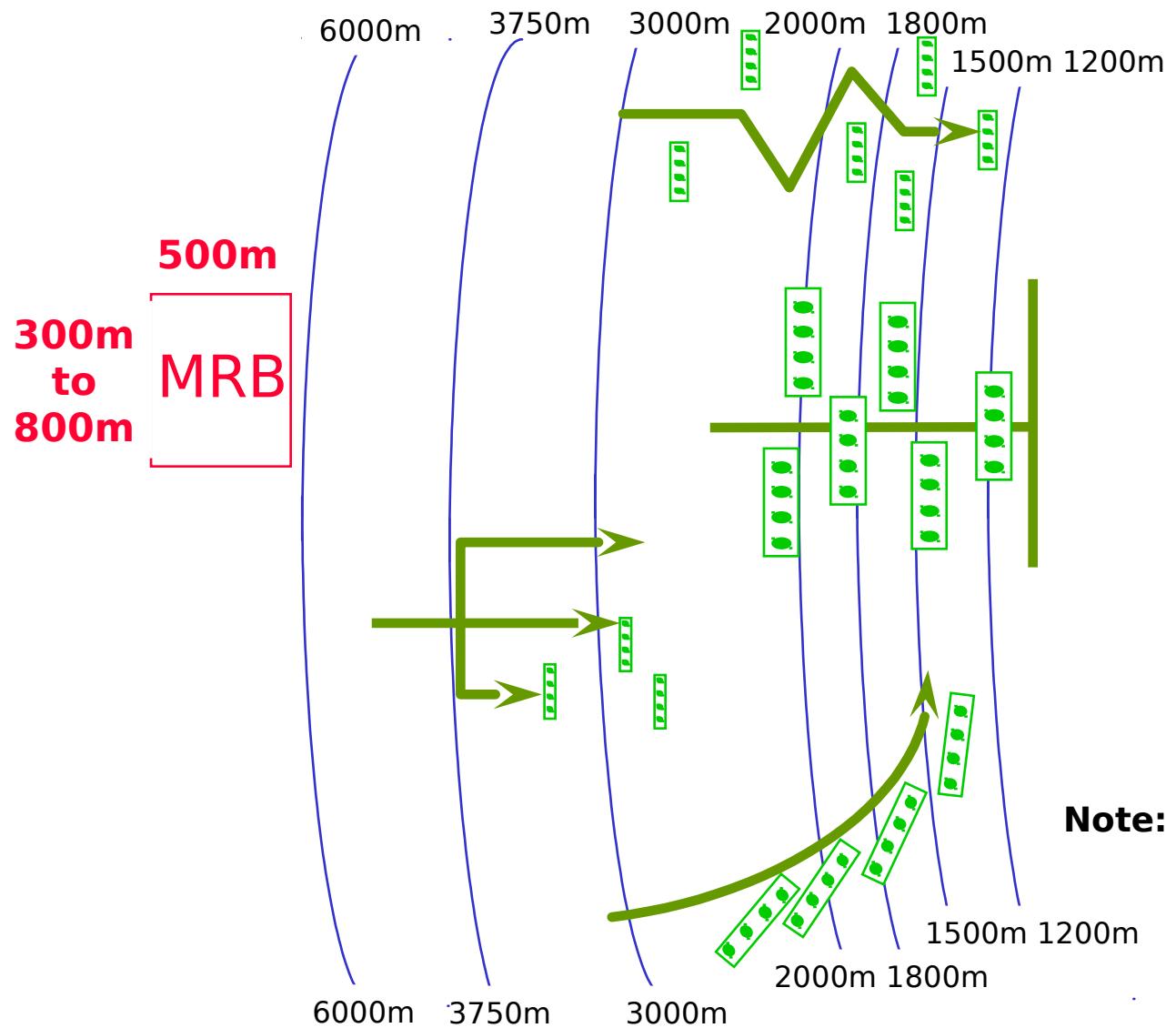
  

- \* CAN BE DONE SIMULTANEOUSLY / **MUST BE DONE REPETITIVELY**

# **BATTLEFIELD SHAPERS**

- **TERRAIN**
- **OBSTACLES**
- **FIRES (DIRECT & INDIRECT)**
- **FORCES (MOUNTED & DISMOUNTED)  
(AIR & GROUND)**
- **SMOKE**

# INTEGRATION OF FIRES AND OBSTACLE EFFECT

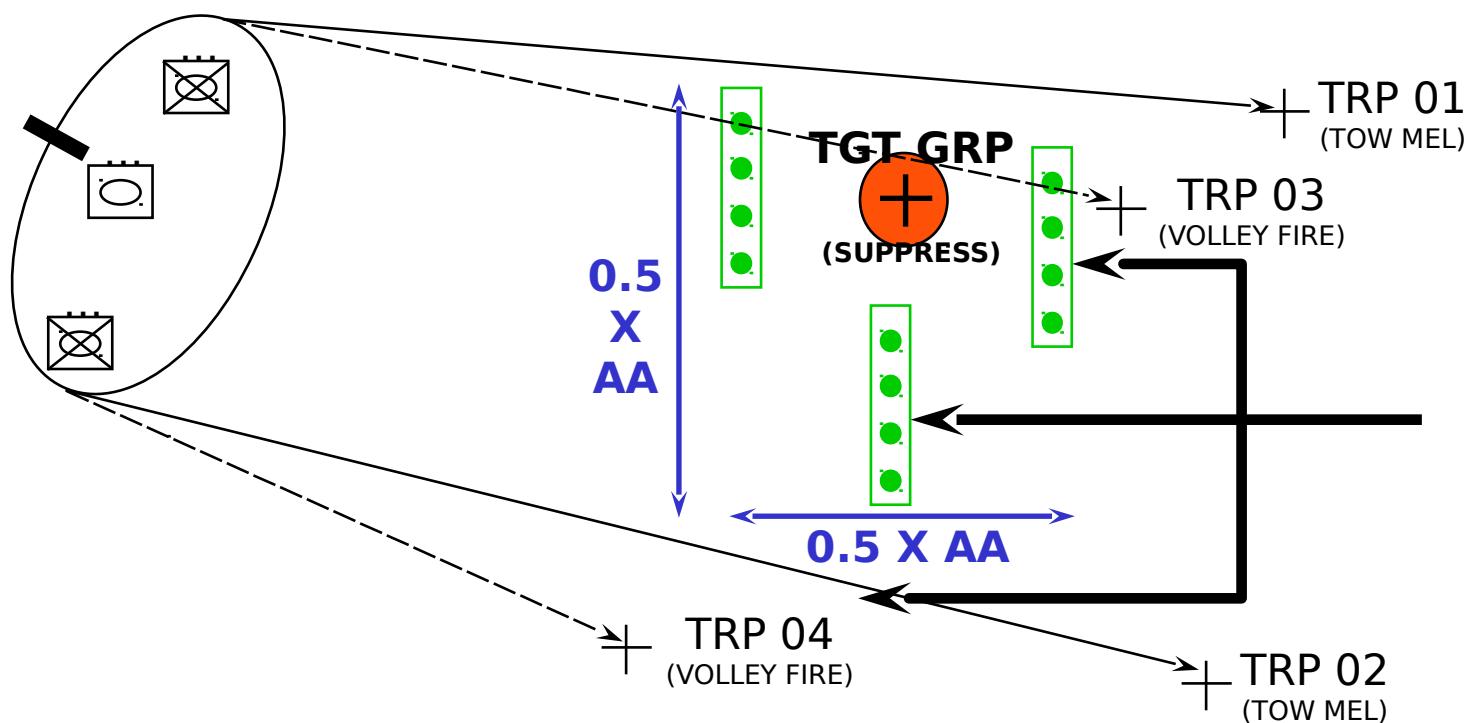


**Note: All four groups shown only for comparison. Normally, CO-TM covers one or two obstacle groups.**

# DISRUPT GROUP

RF = .5  
SF = 250m

- BREAKS UP ENEMY FORMATION AND TEMPO.
- FORCES ENEMY TO DEPLOY AND BREACH EARLY.
- SLOWS PART OF ENEMY FORMATION AND FRAGMENTS C3.
- ALLOWS PART OF ENEMY TO BYPASS PIECEMEAL INTO MAIN ENGAGEMENT AREA.
- SHALLOW OBSTACLES NOT VISIBLE AT LONG RANGE BUT SHOULD BE EASILY BYPASSED AS ENEMY NEARS.

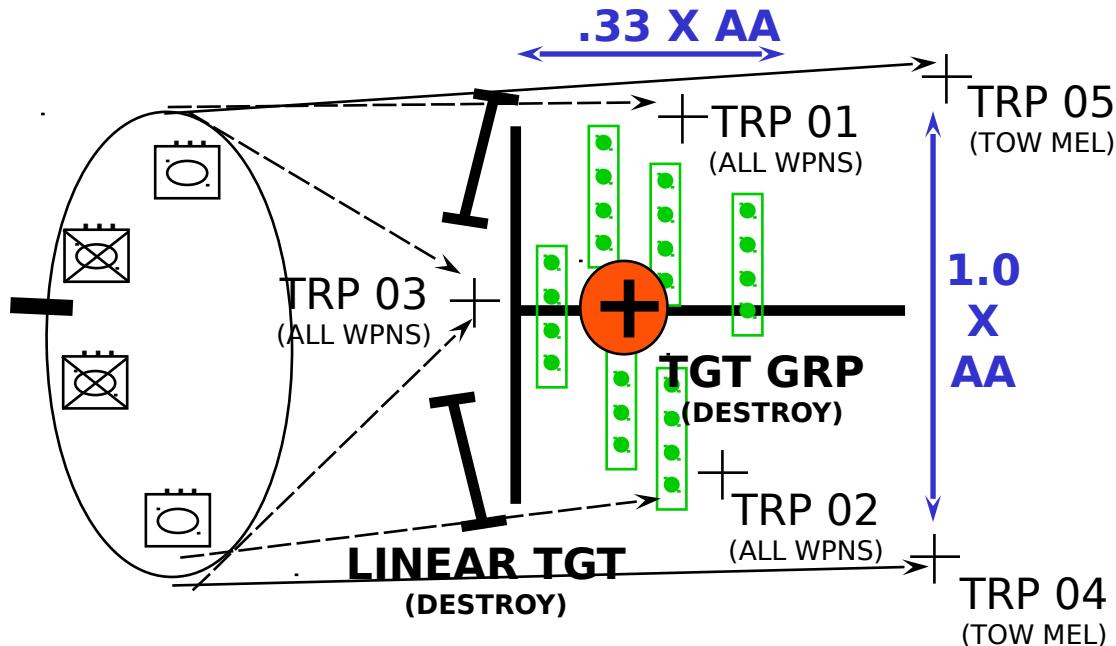


# BLOCK GROUP

RF = 2.4

SF = 500m

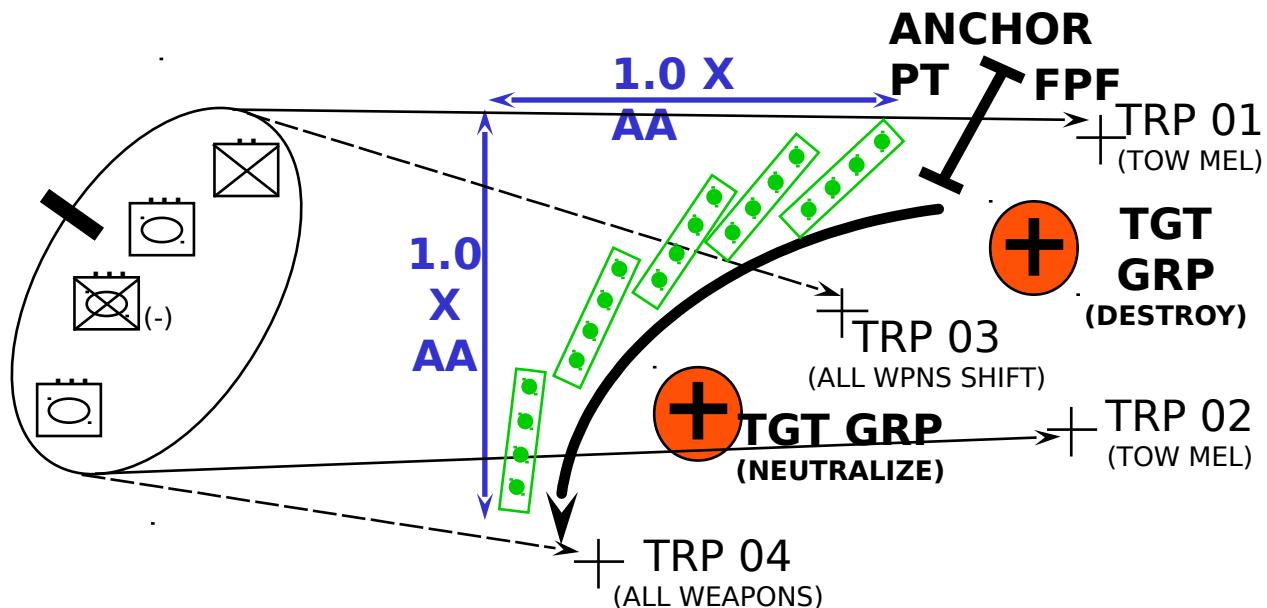
- MASSES FIRES / OBSTACLES TO STOP ENEMY ATTACK ALONG SPECIFIC AA OR TO PREVENT ENEMY FROM PASSING THRU AN EA.
- NO BYPASS AVAILABLE; THE EA MUST COVER THE ENTIRE AA.
- HIGH VOLUME OF INTERLOCKING FIRES ACROSS THE ENTIRE AA.
- BLOCK OBSTACLES MUST DEFEAT ENEMY BREACHING EFFORT.
- GROUP CONSISTS OF COMPLEX OBSTACLES WHICH REQUIRE MULTIPLE BREACHING TECHNIQUES TO REDUCE A LANE.
- INCORPORATES BOTH "VISIBLE" AND "UNSEEN" OBSTACLES TO DISCOURAGE BREACHING.
- **BLOCK OBSTACLES DO NOT STOP AN ENEMY ATTACK BY THEMSELVES; THEY MUST BE INTEGRATED WITH INTENSE FIRES.**



# TURN GROUP

RF = 1.2  
SF = 500m

- DIVERTS ENEMY OFF AN AA INTO AN EA OR ANOTHER AA.
- MASSES FIRES AND TIES OBSTACLES INTO NOGO TERRAIN AT ANCHOR POINT TO PREVENT ENEMY BYPASS OR BREACH.
- ALLOWS ENEMY TO BYPASS IN DESIRED DIRECTION OF TURN.
- FIRES SHIFT TO MAINTAIN PRESSURE THRU-OUT THE TURN.
- OBSTACLES AT ANCHOR POINT ARE "MORE-VISIBLE" (USE ATD OR MORE WIRE) AND LOOK MORE COMPLEX THAN THOSE AT THE END OF THE TURN.

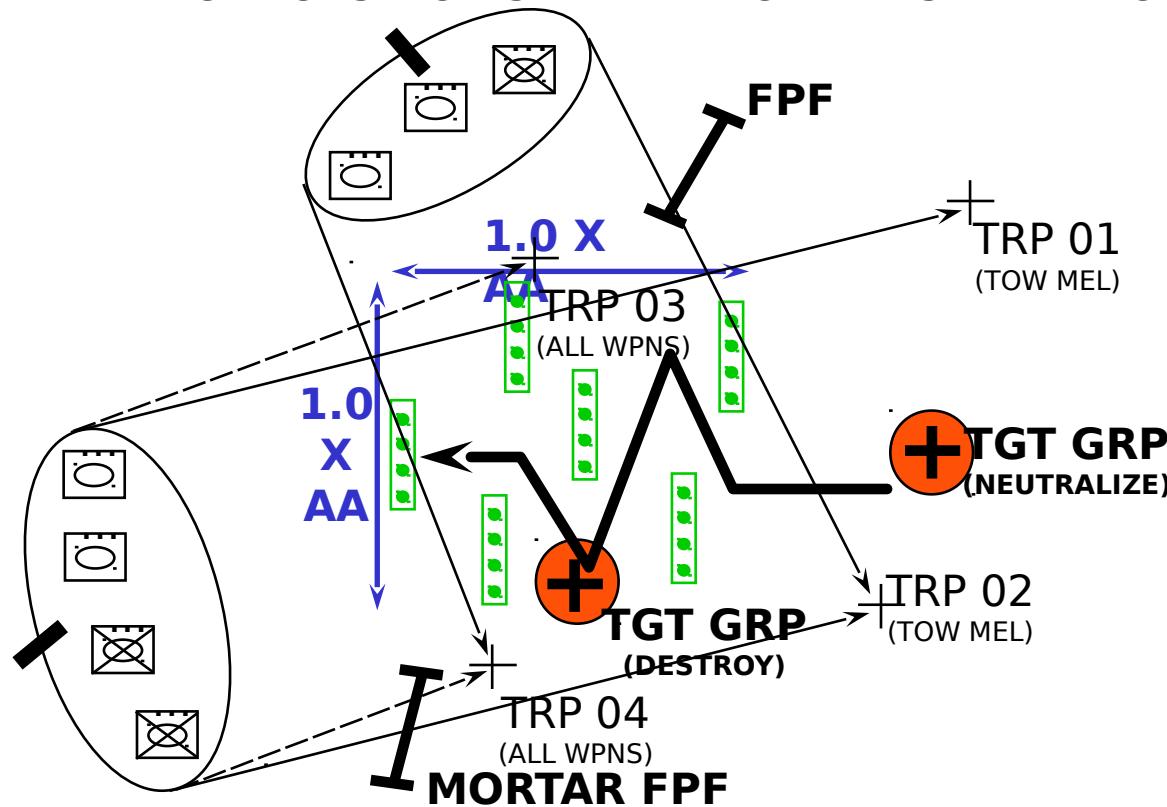


# FIX GROUP

- SLOWS ENEMY IN AN EA SO DEFENDER HAS TIME TO ACQUIRE, TARGET AND DESTROY ENEMY IN DETAIL.
- INTENSITY OF FIRES AND OBSTACLE DENSITY VARIES AS ENEMY ADVANCES THRU THE DEPTH OF THE ENGAGEMENT AREA.
- INTERLOCKING FIRES FORCES ENEMY TO FIGHT IN MANY DIRECTIONS AT ONCE.
- SHALLOW OBSTACLES ARE ARRAYED IN DEPTH TO CAUSE ENEMY FORMATION TO REACT AND BREACH REPEATEDLY.
- INDIVIDUAL OBSTACLES APPEAR TO BE EASILY BREACHED/BYPASSED.

**RF = 1.0**

**SF = 250m**

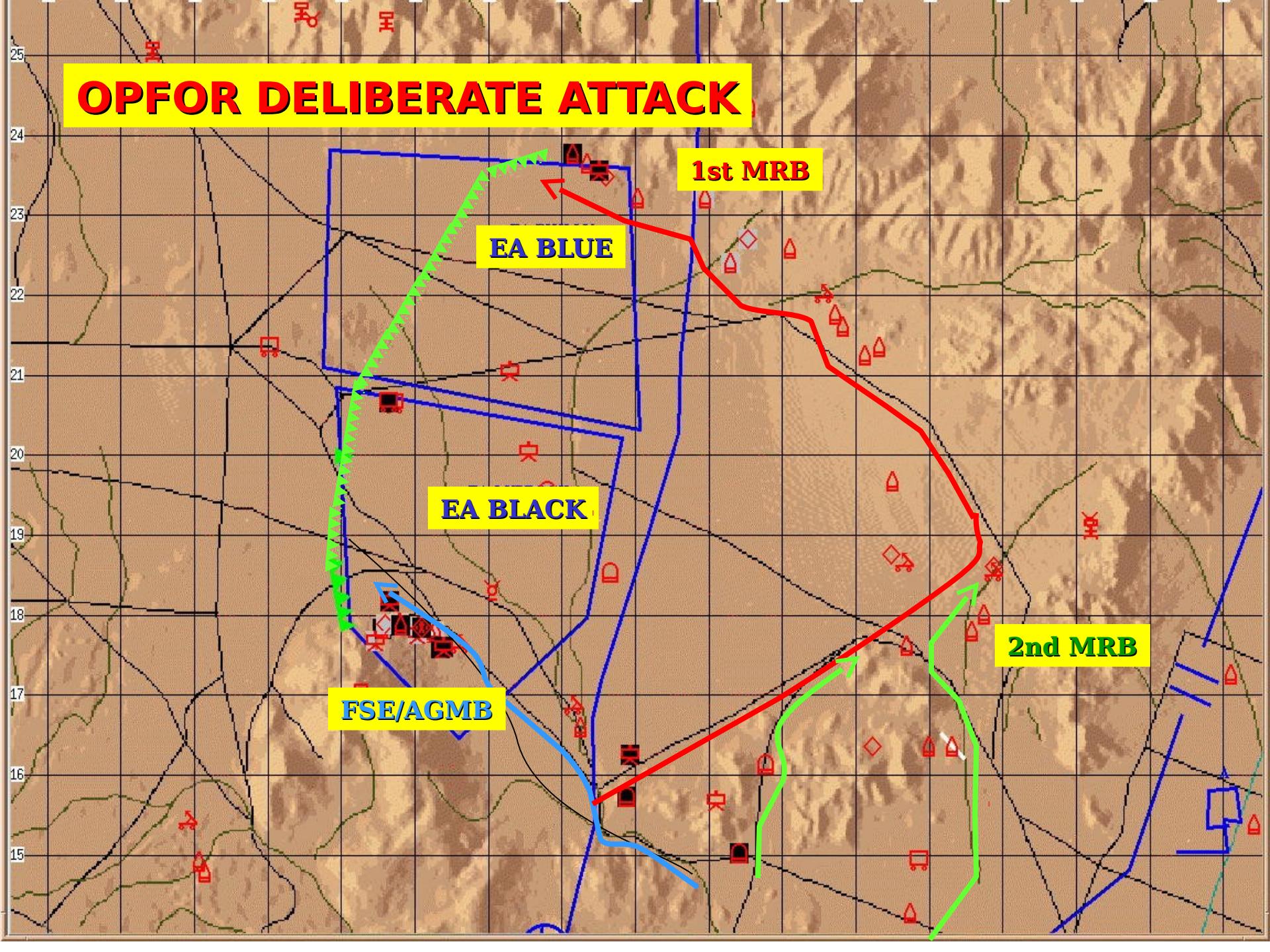


# **THE OPFOR**

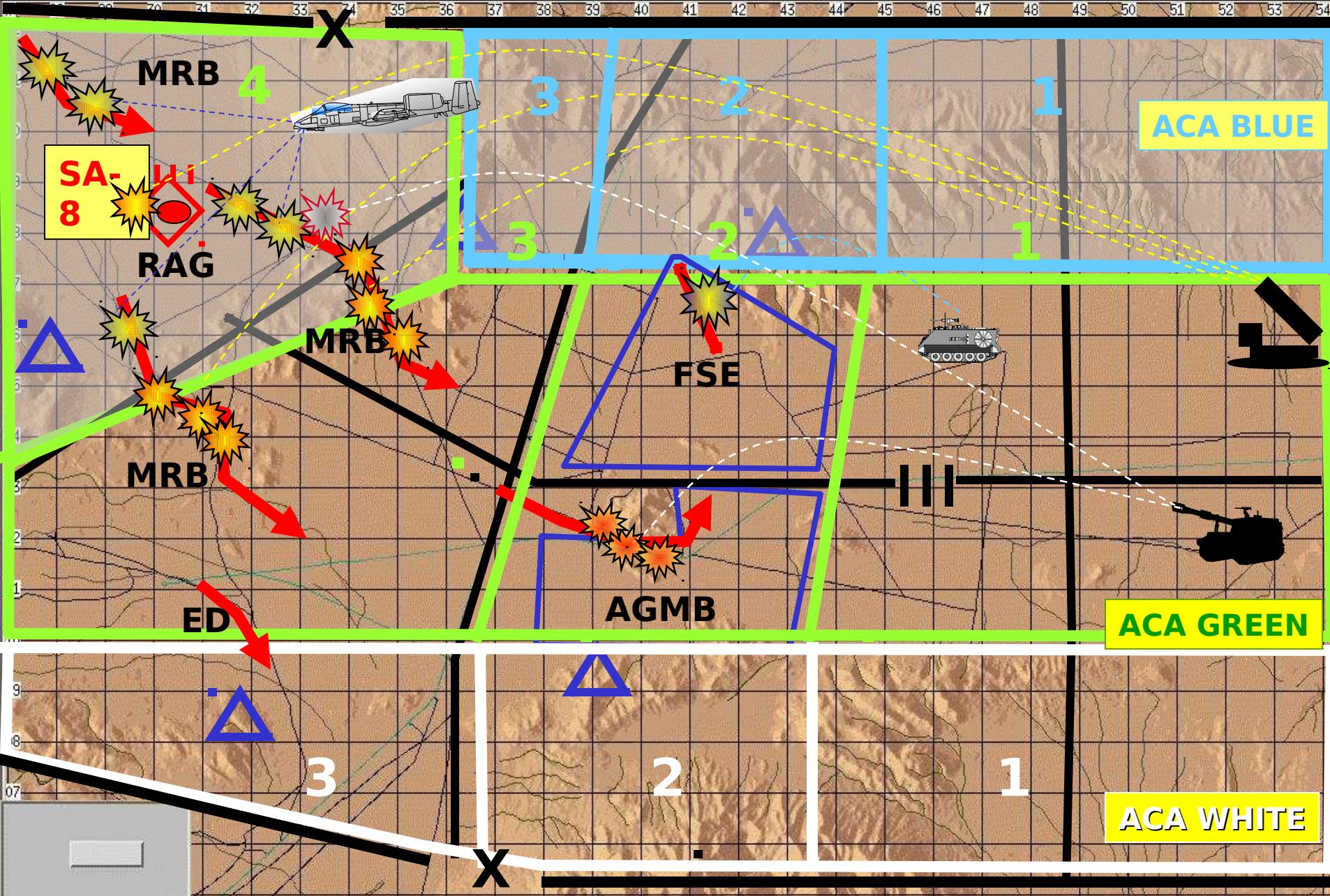
- 10 VEHICLES ARE NOT A POINT TARGET
- WILL NOT STOP IN THE OPEN
- TRAVELS IN COLUMN OUT OF CONTACT
- ALWAYS HAS MULTIPLE COAs
- HIGH PRIORITY ON RECON
- COLT SWEEPS
- SINGLE CHANNEL COMMUNICATIONS
- BREACHES AT ANCHOR POINTS

***FOCUS ON BMPs, BRDMs,  
AND INFANTRY***

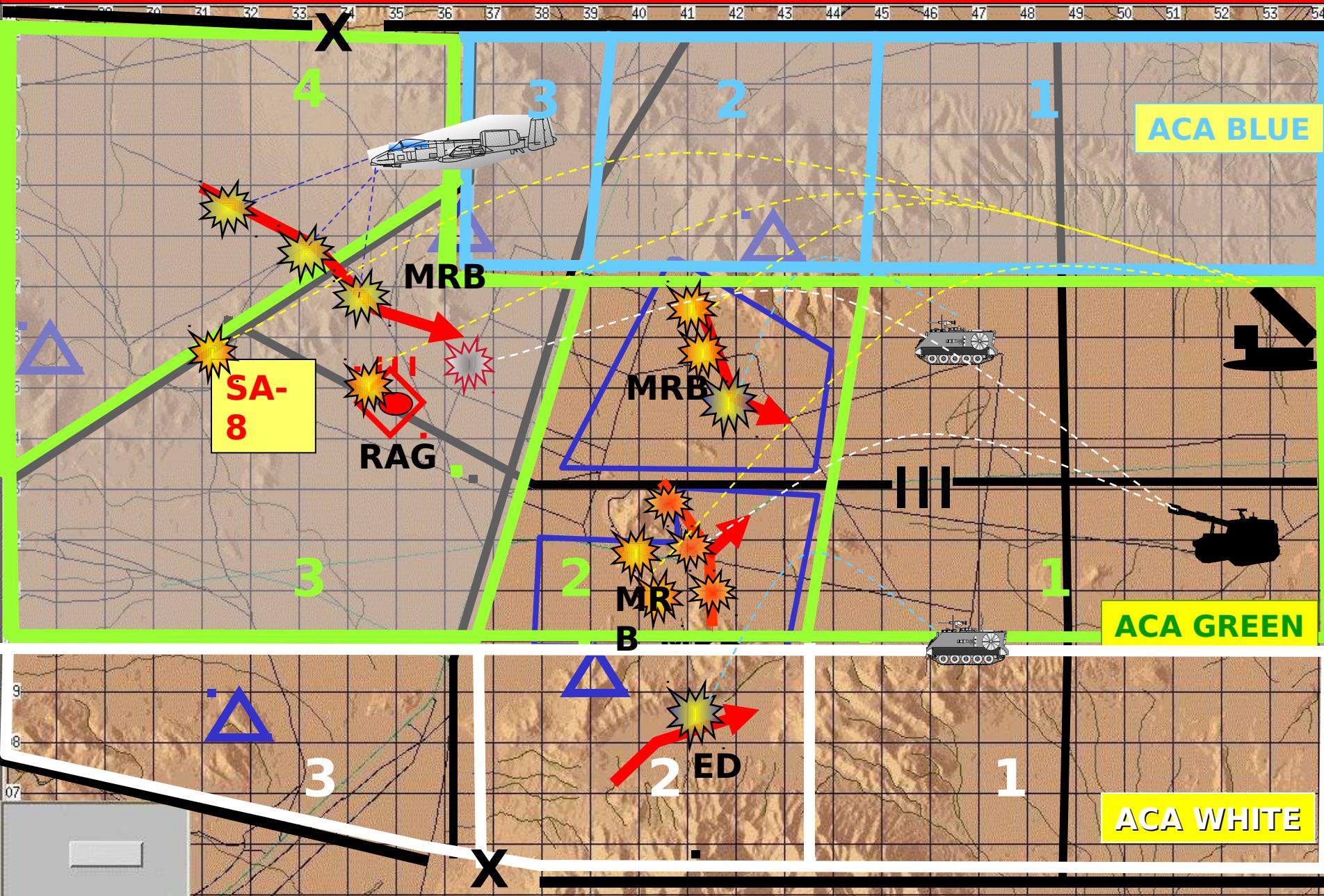
# OPFOR DELIBERATE ATTACK



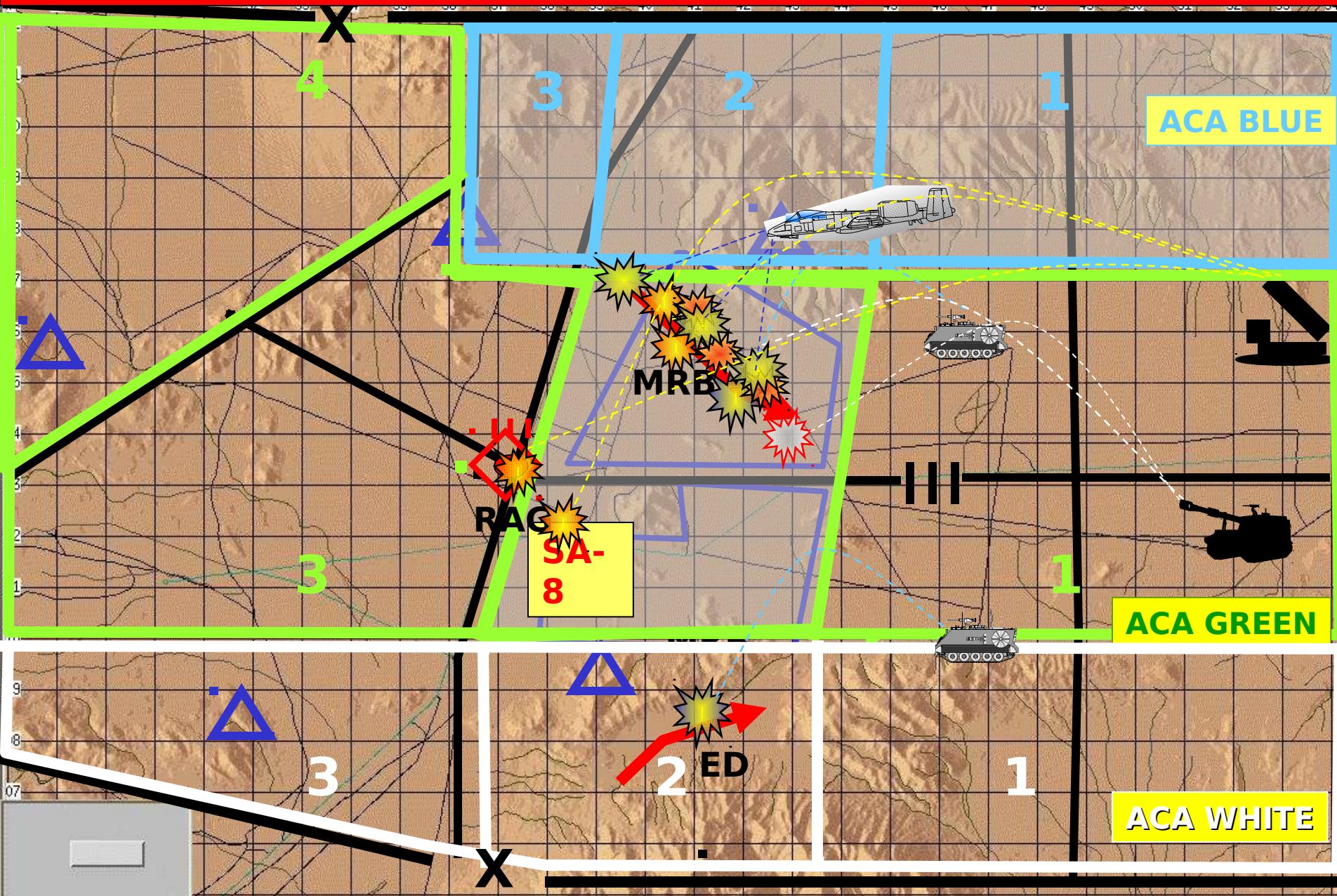
# FIRE SUPPORT IN THE DEFENSE



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# **DEFENSE GLIDEPATH**

- **RECEIVE COMMANDER'S  
GUIDANCE**
- **ANALYZE SITEMP**
- **DEVELOP CONCEPT OF FIRES**
- **OBSERVATION CLOSE**
- **ESTABLISH TRIGGERS CLOSE**
- **REFINE TF TARGETS TO EAs**
- **REHEARSE ENGAGEMENT  
AREAS**
- **REHEARSE SCHEME OF FIRES**
- **REGISTER TARGETS**
- **EXECUTE USING PRIORITY OF  
FIRES**

# RECEIVE COMMANDER'S GUIDANCE

## • MANEUVER COMMANDER'S GUIDANCE

- FOCUS FIRES ON DECISIVE MANEUVER OPERATIONS
- DEVELOP FEWER TASKS NOT MORE: PRINCIPLE OF MASS
- SPECIFY PRIORITY OF FIRES AND CRITERIA TO SHIFT
- PHILOSOPHY OF *FIRE* AND *MANEUVER*
- TIE FIRE SUPPORT TASKS TO MANEUVER ACTION
- ADDRESS SPECIAL MUNITIONS: CAS, SMOKE, CPH, FASCAM, ILLUM
- USE DOCTRINAL EFFECTS: SUPPRESS, NEUTRALIZE, DESTROY
- USE DOCTRINAL EFFECTS BY VEHICLE

**WRONG:** “DESTROY  
ALL AT-5s IN ZONE”

VS

**RIGHT:** “SUPPRESS  
AT-5s VICINITY HILL  
760 TO SUPPORT A  
COMPANY MANEUVER  
TO SBF2”

# ANALYZE THE SITEMP

- **TASK FORCE S2 PRODUCES SITEMP**
  - USE AS BASIS FOR REFINEMENT OF BRIGADE TARGETS
  - TARGET THROUGHOUT DEPTH OF TASK FORCE BATTLESPACE
  - TARGET IN CO BATTLESPACE TO ALLOCATE RESOURCES
  - TARGET BASED ON TERRAIN AND HOW ENEMY FIGHTS
  - SUPPORT WITH TASK FORCE OBSERVATION PLAN
  - ENSURE OBSERVERS KNOW THEIR TARGET RESPONSIBILITIES
  - USE TERRA BASE, MR SID OR OTHER TERRAIN PRODUCTS
  - EIGHT DIGIT GRID QUALITY ON ALL TARGETS; INCLUDE ALTITUDE
  - S

**THE SITEMP DRIVES TARGETING,  
OBSERVATION PLANNING, TARGET  
REFINEMENT, BATTERY POSITIONS  
AND AMMUNITION  
REQUIREMENTS!**

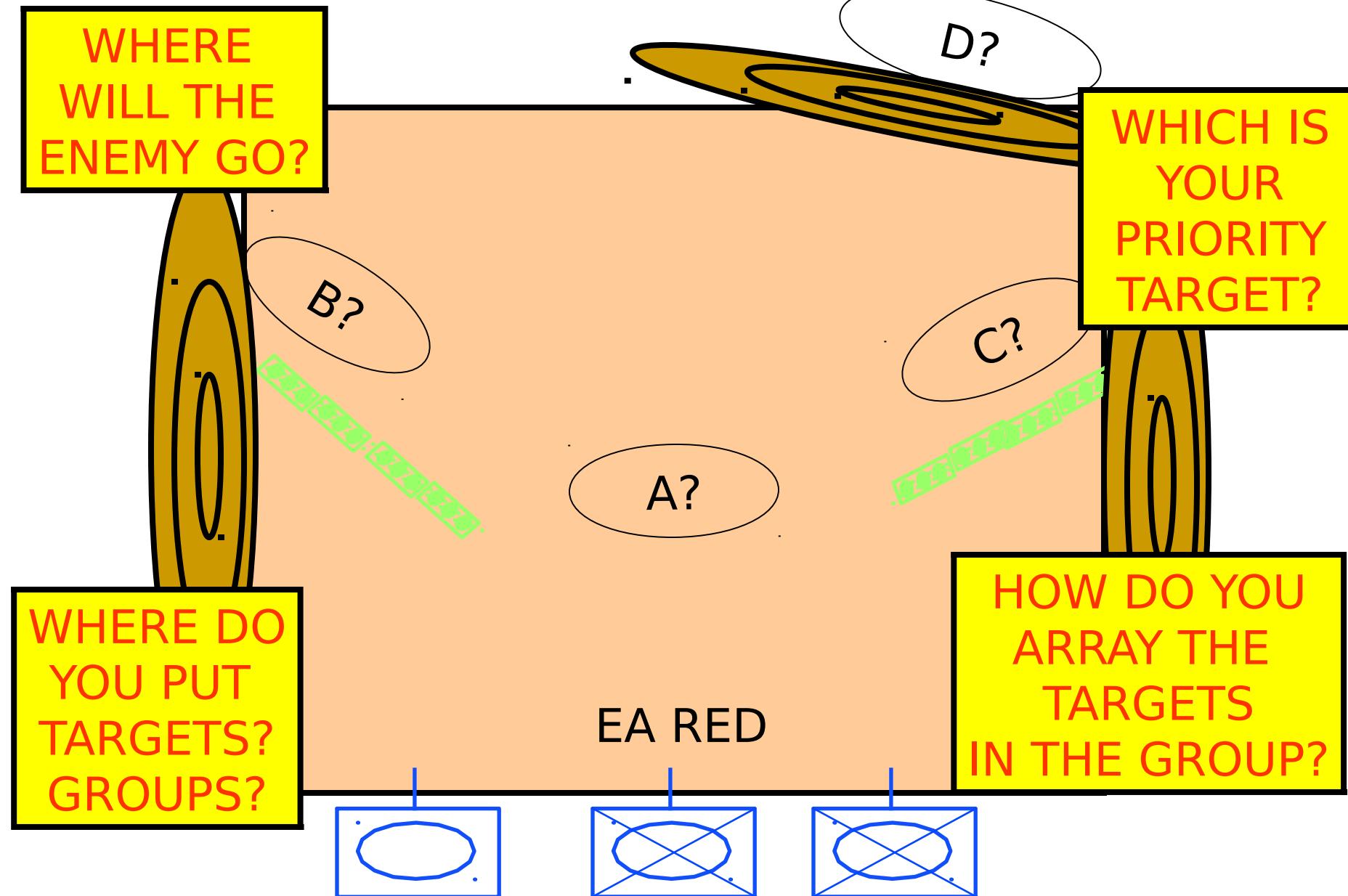
# DEVELOP CONCEPT OF FIRES

- **DEVELOP THE TASK FORCE FIRE PLAN**

- USE AS BASIS FOR SEQUENCE OF FIRE MISSIONS
- TARGET NUMBERS CAN CHANGE (REFINE): PLAN STAYS IN PLACE
- PHILOSOPHY OF NO IDLE GUNS
- USE ENEMY EVENTS FOR TRIGGERS
- USE PRIORITY OF FIRES TO WEIGHT MAIN EFFORT
- EMPLOY ALL WEAPONS: DS, R, CAS AND EW (TFs USE MORTARS)
- REDUCE OPPORTUNITY TARGETS: YOU WILL BE BEHIND ENEMY

**BRIGADE FSO PROVIDES THE TOP DOWN PLAN TO TASK FORCE FSOs**

# ENGAGEMENT AREA TGTS



# **TOP DOWN PLAN TASK FORCE TARGETS**

- TOP DOWN TARGETS ALLOCATE RESOURCES
- TF FSOs DO NOT ADD RESOURCES WITHOUT FSCOORD APPROVAL
- SCHEDULE REFINEMENT UPDATES
- HAVE A SET BATTLE PLAN FOR THE DEFENSE
  - GROUPS SUPPORT OBSTACLE ANCHOR POINTS
  - PLAN FOR THREE GROUPS/TARGETS PER TF--NO MORE
  - DEPTH TARGETS ATTACK ANTI-TANK FIRING LINES
  - ONE GROUP IS PRIORITY TARGET BASED ON MOST LIKELY EN COA
  - MORTARS FOR OPPORTUNITY AND PLANNED TARGETS
  - TOO MANY TARGETS OR GROUPS CONFUSE OBSERVERS, FDCs
  - 3KM BETWEEN DEPTH TARGETS TO ALLOW FOR SHELTER TIME

**TD-BU REFINEMENT  
STREAMLINES PLANNING AND  
EXECUTION**

# OBSERVATION CLOSE

- **OBSERVATION CLOSE: SCIENCE OF WAR**
  - **KNOW YOUR OBSERVER STATUS: GVLLD, MELIOS, BATTERIES, VEH**
  - **PLAN FOR OBSERVATION IN DEPTH**
  - **INTEGRATE ALL TF OBSERVERS, MANEUVER SHOOTERS**
  - **ESTABLISH NFAs FOR POSITIONS FORWARD OF BPs**
  - **CROSSTALK TRANSITION OF FIRES WITH DEEP OBSERVERS**
  - **USE TERRA BASE FROM TARGET TO OP**
  - **INSPECT OBSERVATION POSTS**
  - **HOW WILL WE COMMUNICATE?**

**TOP DOWN PLAN OPs FOR  
COMPANY FSOs--LET THEM REFINEx  
THE FINAL LOCATION. TF FSOs  
INSPECT THE OP**

# TRIGGERS CLOSE

- **TRIGGERS CLOSE: PRECISION = EFFECTS**

- USE PHYSICAL TRIGGERS: **MUST MARK THE TRIGGER!**
- DAY AND NIGHT CAPABLE
- EMPLACE WHILE AWAITING OBSTACLE COMPLETION
- FIX RESPONSIBILITY FOR EMPLACING TRIGGERS--PUT ON **TIMELINE**
- DRIVE THROUGH ENGAGEMENT AREA TO VALIDATE TRIGGERS
- MANEUVER LEADERS MUST KNOW THE PLAN
- **TACTICAL TRIGGER: DISTANCE BASED ON SHIFT TIME (~3KM)**
  - “~~FFE~~ GROUP A02E, 10 VEH MOVING SE AT TAC TRIGGER, **AMC**”
- **TECHNICAL TRIGGER: DISTANCE BASED ON TOF (~60 SEC)**
  - “**FIRE A02E, 10 VEH MOVING SE AT TECH TRIGGER**”

- ADJ<sup>ILLUM</sup> **EVERY COMPANY FIST MUST HAVE**

**A TRIGGER MARKING KIT AND  
KNOW**

**HOW TO USE IT!**

# REFINE TF TARGETS

- TARGET REFINEMENT = DESTRUCTIVE FIRES
  - USE PLGR (FOM1) FOR 10 DIGIT QUALITY GRIDS AND ALTITUDE
  - INITIAL REFINEMENT BASED ON PLANNED OBSTACLES
  - SECOND REFINEMENT BASED ON ACTUAL OBSTACLES
  - REFINE BRIGADE TARGETS--DON'T CREATE TF TARGETS
  - REFINE AS A CONTINUOUS PROCESS
  - 50 NEW TARGETS 1 HOUR PRIOR TO LD = OPPORTUNITY TARGETS

***“TARGET CUTOFF” MEANS NO ADDITIONAL TARGETS; TARGET REFINEMENT IS A CONTINUOUS INCREMENTAL PROCESS***

# REHEARSE FIRES IN ENGAGEMENT AREAS

- REHEARSAL = EXECUTORS UNDERSTAND PLAN
  - PUT THIS REHEARSAL ON YOUR TIMELINE
  - REHEARSE REFINED TARGETS--BUT CAN REFINE AFTERWARDS
  - DRIVE THE ENGAGEMENT AREA
  - ALL OBSERVERS, FSE, AND MORTARS PARTICIPATE
  - VALIDATE THAT ALL OBSERVERS CAN SEE TRIGGERS, TARGETS
  - BACKBRIEF THE MVR CDR ON TRIGGERS, ENEMY, VOLUME
  - ~~BE~~ ~~TR~~ **LEADERS WHO DON'T KNOW THE PLAN AND DON'T PARTICIPATE IN THE REHEARSAL TEND TO DE-SYNCHRONIZE THE PLAN**

# **MARKING TARGETS**

- **MARKING TARGETS: THE FORGOTTEN ART**
  - **PUT THIS IN THE TASK FORCE TIMELINE**
  - **DECONFLICT WITH ENGINEER PREPARATION**
  - **USE GROUND BURST ILLUM TO MARK TARGETS**
  - **ALLOW OBSERVERS TO ADJUST IF NECESSARY**
  - **CONTINUE TO REFINING AND ADJUST DURING LULLS**
  - **CONFIRMS THERE ARE NO TECHNICAL PROBLEMS**
  - **USEFUL IN ESTABLISHING PRIORITY TARGETS**

***A PICTURE IS WORTH A 1000 WORDS.....***

# ENGAGEMENT AREA TGTS

★ = GB  
ILLUM

